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WITH CU AMIGA

PART ONE • NOVEMBER 1991



GRAPHICS P13

AMIGA

THE **COMPLETE** GUIDE TO THE AMIGA

Guide

PD SPECIAL

SAVE **POUNDS** WITH OUR PD SOFTWARE GUIDE



MUSIC P18



DEMOS P20



UTILITIES P23



ANIMATION P26

OVER **200** PROGRAMS
REVIEWED AND RATED

NUMBER
ONE

FREE!

EXCLUSIVE TO **CU AMIGA** MAGAZINE!
PART ONE OF THE MOST COMPREHENSIVE
GUIDE TO THE AMIGA EVER PUBLISHED.

WHAT IS PD?



What's this? A free magazine? And it claims it's going to save me a fortune on software? Yes, that's right. So for more information, read on...



WELCOME to the very first Amiga Guide, free with the November issue of CU Amiga. Over the coming months, the Amiga Guide will cover every aspect of the Amiga, from programming, graphics and music to animation, games, desktop publishing and more. Each free magazine will cover a distinct topic, building up into one of the most complete guides to the Amiga ever published. Next month we'll be taking a look at the many different types of game genres and making our own personal selection from each category. The following months we'll be publishing a huge Amiga Beginners manual which will teach you everything you need to know about Commodore's amazing family of machines.

I sincerely hope you enjoy these guides, brought to you at no extra cost. If you have any comments or suggestions for future guides, please don't hesitate to drop me a line at the usual CU Amiga address.

Don Sangrey, Editor

WHAT IS PD?

The Public Domain offers a wealth of free software for your Amiga - often as good as, if not better than, a lot of full-price commercial programs. For the price of a disk and a little money to cover such things as postage and packing, you can take your pick from a stock of great games, utilities, demos, animations and applications.

The origins of Public Domain go back to the early days of computing when groups of enthusiasts would get together and create original programs of their own. These they would distribute freely between their friends to garner recognition for their coding skills. Nevertheless, the PD scene has grown into a thriving industry with countless PD libraries turning in ever-growing numbers of enthusiasts. Standards are rising all the time.

This special free edition of the Amiga Guide is here to help make your purchasing decisions

that much easier as we individually rate all the disk releases as well as providing comprehensive indexing.

THREE-IN-ONE

Just to make things a little confusing, there are three types of PD software. These are: Public Domain disks, Shareware and Loanware.

Public Domain disks are the most common. These are generally non-proprietary programs which means you can copy them as many times as you like. Often you'll find messages in the software accompanying you to do so. Many disks also carry notices forbidding the alteration of any part of the program. This should be honoured.

Shareware is either a full-down version of a program or one which requires a donation be sent to the author. If you use a Shareware program a lot, it's worth sending the registration fee to the author as he/she will usually supply you with a more up-to-date version of the software with features not included in the Shareware release.

Loanware's exists for profit. When you buy a Loanware disk the author gets a royalty from each disk sold. These disks are copyrighted, so you cannot distribute them for free. Despite going against the spirit of public domain software, some Loanware disks find the quality of their commercial full-price counterparts.

WHAT'S UP DOC

Most PD disks come without packaging or written instructions. Instead most disks contain files called Read Me Docs, or something along



these lines, it pays to look at these first as they will contain information on how to install and use the software you have bought. To find these you might have to look

up WordSearch before installing the disk.

VIRUS

Many PD disks are compiled executables and because of the low number of machines the disks pass through, you can't guarantee that they'll be virus free. So if you're going to install a PD software for the first time you should buy it a virus killer. For more information, see PD Utilities on



There's a wealth of free games available on the PD net, and on a fraction of the cost of commercial games.

4 TOP 100 PD GAMES

For less than £5, there's a huge variety of Amiga PD games to choose from. Some even rival the quality of full-price games. Mark Patterson is your guide as he takes you through his own personal Top 100.

10 GRAPHICS

If you can't afford a copy of Electronic Arts' *Deluxe Paint 5.0*, then here's the next best thing. Mark Brownfield reviews some of the top-rated graphics packages that exist in the public domain and gives you his own analysis of each program's worth.

14 MUSIC

From Tracker programs through to the latest rave-influenced music disks, Terry Morgan offers a comprehensive round-up of the best that the Public Domain has to offer. If you're always wanted to make beautiful music with your Amiga, Terry shows you how to do so on the cheap.

20 DEMOS

Demos are not as popular as they once were, but there's still some stunning disks released each month as programmers from all over the world send their funny stuff in ever more wonderful and weird ways. From job routines and vector animations to full-scale audio-visual assaults, Mark Patterson reviews some personal favourites.

32 TOP UTILITIES

Mike Brownfield takes a stroll through his vast PD collection to bring you the definitive selection of PD utilities. From business applications to disk explorers, there's something for everyone here.



The Gambler arrives in the Amiga.

26 ANIMATION

Eric Schwartz and Tobias Richter might be household names in the PD world, but there are many other animators who are just as good. Amiga Guide takes a look at some of the best new animations to appear on the scene in recent times.

39 WEIRD PD

As the title suggests, here you'll find all manner of weird and wonderful programs, such as a Gambler simulator, that that exist across your screen and a version of BeheadSketch. You have been warned.

30 BUYER'S GUIDE

After this little lot, you're probably wondering where and how to order most of the stuff we've covered. Here is the definitive list of PD libraries as well as an ordering coupon.

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TOP 100 PD

If it's games you're after, then you've come to the right place. Over the next six pages we'll be taking a look at the best that the Public Domain has to offer.

Amiga Head
Illustration



1. INDIANA MAYHEM

This is yet another PD version of Odo. As in the original game, you pilot a ship through a series of narrow passages, only this time you're in search of escaped convicts. All the time you come under a constant barrage of missiles and lasers.

70% PD Soft 2488

2. INTERLUDE

Remember the age-old con-up device? Well, this is a faithful conversion. The object is simply to escape from a series of rooms filled with robots and other enemies after you. Not much to rest at, but it plays every bit as well as the con-up original.

85% PD Soft 3480

3. BATTLE CARS 3

Get behind the wheel of a heavily-armed car as you race around five different tracks shooting at other human players or computer vehicles. This is the sequel to the good, but unimpressive Battle Cars. It's a lot easier to play, and good fun in two-player mode.

80% MSB CLOSSE

4. BRATHEM

The object of this game is dead simple, all you have to do is destroy a series of multiplying bots. It may sound dull, but it's very addictive, although not as good as Microbots, in which it's based.

70% T-Tech 1873

5. BUNTZ

Although very simple, Buntz is remarkably addictive. Basically it's a reworked version of the ancient game 'Bander'. You pilot a plane over a city, and as it gets lower you have to

destroy all the buildings to create a landing strip, only in this version you get different weapons such as lasers and missiles.

91% Crazy Joe Odo 016

6. FLAG CATCHER

The main screen of this game consists of a number of tiles, under which lie islands such as bombs or a flag. The aim is, quite simply, to find the flag within a set time by turning over as few tiles as possible. Help is given by pointer arrows which are revealed at each time a tile is turned. Addictive at first, but it gets a bit tiresome after a few goes.

95% Bready PD 3075

7. THINK TWICE

This game is based on the yank-od Massmind board game (remember, the one that had the coloured pegs and nothing to do with the TV series?). It involves a mixture of strategy and guess work as you attempt to work out what combination of coloured pegs you opponent has.

70% Battle Ace PD 909

8. B-TYPE

Not only is B-Type fast, it's also a contender for best PD game ever. It's like a cross between Asteroids and Project X. Your ship is controlled by rotating it left and right and thrusting forward with its rockets. There are loads of special weapons and some huge aliens to beat. Very addictive and varied, a must for your PD collection.

94% Battle Ace PD 947

9. GALAXY '92

This is a very traditional shoot 'em up, with lots of classic features. There are multitudes of aliens, attack formations and large and of level bosses. It's very colourful, varied and extremely challenging, if not overly original.

80% Arcade Jam 34 57

10. ESCAPE FROM THARKAN

Although the title suggests an RPG, Escape From Tharkan is actually a breakout clone. While much of the game is spent burning projectiles off walls, sliding the right mouse button translates your bar into a space cart which lands up the screen. A good variation on an old theme.

70% Virus Press PD 2402

11. OPERATION LIMERINGS

This is what you get when you cross Operation Staff with Limerings. Basically the Limerings perceive, aim, shoot and stagger onto the screen, and all you have to do is place a gun right over them then to go with a volley of bullets. Fun, and part of the price goes to charity.

70% T-Tech

12. LIMERINGS

This is the second PD game featuring those irresistible Limerings. This one's based on Asteroids, with your ship being replaced with an orbicle and the rocks with Limerings. Loads of excellent sampled sounds and a neat paper model make this great fun.

90% T-Tech

13. WALKER'S WATER WORKS

If you're played Perimeter you'll know all about this game. It involves laying down pipes if pipes, which appear in a random order, in an attempt to build a pipeline. It's very simple, and a little like Tetris in parts. Madonnally addictive.

90% NMS LWT

14. WILBERT'S WINTER WONDERLAND

With the star of PD game Sun Of Arctis, is back in this festive game. Wilbert, he's armed with crackers which have to be pulled apart to make them explode, the point of which comes crashing down on Wilbert's enemies. It's fun and challenging.

80% Deep Vx PD

15. BASH IN

Bash is a simple little shoot 'em up. Take your helicopter, pilot it through a jungle blowing away enemy tanks and soldiers, then get back



GAMES



to take in time for tea and biscuits. No power-ups, no goomracking features, but plenty of action.

80% H&S 60%

14. TAIMEN

Yeah! At last a decent PD Taimen game—with a two player mode! While Taimen is a little slow at times, the two player mode makes it great fun, and there are loads of extra features like on, such as books which disappear and strange shapes forming in your Taimen wall.

80% 11-88

15. CLAMATION

Old hands and VHS 30 users will have to trouble remembering Jeff Winter and his classic games. Clamation is one such spaced-out title. Basically it's just another shoot 'em up but there are as many little touches such as theme sampled sounds and outrageous attack events that it's definitely worth checking out.

80% Valley PD

16. DRAGON TREE

Manjiao is an ancient Chinese game where the object is to remove patterned tiles from a board by selecting two of the same pattern which each have a gap on at least one side. Dragon Tree shows fidelity to the theme, although there are some strange patterns of tiles, including one in the shape of the word 'Benevolence'.

77% H&S Guide

17. LODE

The toys in Lode's nursery are all out to get you. Fortunately, Lode is tougher than your average spiky, and in this *Shovel the Up Construction* 30-created game he can beat them with ease hands.

77% Goshawk 50%60%

20. SUPER AMONGUS

Based on the C64 classic Boulderblast, Super Amongus is one of the most addictive PD games available. Negotiate underground caverns in search of gems while trying to avoid the road fauna and falling rocks. Simple and excellent.

84% Antigravit

21. DOODY

This addictive single screen platform game is

Designation



a cross between Bubble Bubble and Mario Minor. The objective is simple: jump at the underside of a platform to run any creature standing on it, then leap up for the kill. Top mode action.

80% Brian 100%

22. MUSHROOM X

Like Pac-Man, this is a vertically scrolling shooter shoot 'em up. The graphics are very well drawn and the action comes thick and fast, what it lacks are power-ups and decent sound effects, otherwise it's a good blast.

78% H&S 60%



23. BLAST

In the vein of the classic Battle Squadron, comes Blast. As the name suggests, there's plenty of shooting to do in this vertically scrolling space B&B. Good fun, but a little dated.

80% 12-88

24. HYPERNOIC LAND

Like Klay, the aim of Hypernoic Land is to manoeuvre coloured objects (balls, in this case) into baskets at the bottom of the screen. Addictive fun.

80% Dope 10

25. TOWERSTONES

Based around *Go*, an ancient Chinese board game, the aim of the game is to match tiles by colour and pattern, then place them on a board. Sounds silly, but you really need to play it to appreciate it.

80% Dope 10

26. CARE RUNNER

If you're a fan of Boulderblast or Super Amongus, you might want to check this out. Care Runner isn't as good as the shunner-

Chess



Stargate Quest



toned games, but it has a few extra features and is still very playable. Featured on a CD cover disc.

80% Valley PD 10-84

27. CYANOMIA

Following on from Quest, which was released last year, Cyanomia takes the same simple puzzle theme and chucks in loads of new features for good measure. It's easy to get into and very challenging.

80% Dope 10-88

28. QUARTEX

Quarx borrows ideas from a number of games, including Tetris. The aim is to move the screen around to catch falling shapes and match them with those that came earlier. Original, easy to get into and great fun.

80% 12-88 10/80

29. ASTEROIDS

Here's an amazing game for nostalgia freaks. This is identical to the original 1979 Atari game, right down to the logo at the bottom of the screen. As playable as ever and a must for any collection.

90% 100%



30. PACMAN '87

This is one of the better Pacman variants available on PD. It has nearly all the original features except for the sound. The omission of the 'bats' rabbit effects are the only things which detract from this game.

78% Bitterships

31. LASTING

Like Pacman, the object of Lasting is to wander around a maze eating dots. There are a few nice features and the graphics are good. But, it's playable at the same.

80% 11-88

TOP 100 PD



32. ACT ON WAR

The author of this game acknowledges Laser Power as his inspiration. Like that game, you control a team of troops who have a number of moves each turn. Large, well-programmed and very, very addictive.
90% 17.8k (A8) 2187

33. TANK ATTACK

This game is novel in that it allows you to use a four-player adaptor. The aim is simple, you have to destroy the opposing tanks by shooting after them through a mine. It's top view, and there's nothing technical about it. Very playable though.
85% 17.8k



34. OMEGA BOMB

Crisis! This was originally a Vic20 cartridge game back in the early '80s, and was very playable at the time. Even after a decade, this Amstrad derivative is still fun to play, it not very modern-looking.
82% 17.4k (A8) 18

35. MEGATRON

Based on the light-cycle game from Neon, Megatron is a fast-paced two-player only game of tactics. Both players move a ball behind them and the aim is to get your opponent to crash into one of them, but much is lost as, both plays well.
75% 17.8k (A8) 18

36. EXTREME

Using music to set the pace, Flying Shark, Skyfish is yet another critically-deriding air-matt wheel set up. Although there's an element of speed it all before, this is still a



playable game, the only drawback is that it's like too difficult at times.
80% 17.8k

37. POWERPOW

Power was one of the first TV console games back in the late '80s, and it's amazing to still find versions of it floating around. This one is for player only, and apart from being as graphics the basic game play remains unchanged from that of its forerun.
80% 17.8k (A8) 12

38. XBI

Without a doubt the best light cycles game available. It has one and two player modes, the latter of which has a third computer-controlled player. There are hazards on screen and it requires close-attention to get through.
80% 17.8k (A8) 12

39. REVENGE OF THE MUTANT CAMELS

Jeff Muter strikes again! This mutant shoot 'em up is action-packed, as you guide your camel alongside a computer- or player-led, controller yolk. Weird and definitely weird! You won't find another beast like it.
80% 17.8k (A8) 12

40. JUMPER

While a very simple conversion, this Frogger clone is surprisingly addictive. Like the original, the aim is to guide a frog across a busy road, avoiding cars and trucks, and then steer him safely to his home on the other side of a river. One for nostalgia heads.
74% 17.8k (A8) 24

41. GO MONKI

This game is a kind of a cross between Connect Four and Othello. The objective is to lay five tiles in a row on a grid, while your opponent tries to thwart you while doing the same. The computer logic is the most outstanding feature about this game.
80% 17.8k (A8) 24

42. JUMPTY

The idea for this game could well have been translated into a full-price title. You control a character who can't stop jumping while aiming to avoid mines and collect keys. Very playable indeed.
80% 17.8k (A8) 24

Boxset



43. KUNIKUNI

We've had PD poker, now there's a PD patience game. Kunikuni is a very playable version of this game for card nuts who don't have any friends. There are pre-set high scores to beat, and you lose points every time you shuffle the pack or decide without making a move.
80% 17.8k (A8) 24

44. MUEL

While being very slow, Muel is still one of the best versions of Asteroids we've seen. You don't get any extra guns or shiny new tanks, but in a fast and intense is destroy each other. Simple and enjoyable.
80% 17.8k (A8) 22

45. MOUTH MAN

Yet another Pacman clone, only this time there's a level designer. Apart from that, though, it has all the features common to Pacman, such as power pills and fruit bonuses.
77% 17.8k (A8) 22

46. MURDER'S QUEST

You and a mutant friend are out exploring odd dungeons in this fantastic little puzzle game. Crystals have to be collected and the only trick is your character's ability to use his skills to make blocks out of them. A really excellent game.
82% 17.8k (A8) 22

47. MZ DUNNER

You are the last Muzner, and with pick in hand it's your job to traverse various packed with dangerous creatures. Smash holes in the floor to trap them while you make off with the loot. Fun platform game. 81% 17.8k (A8) 22



Play Center

GAMES

Full House



48. HOLLYWOOD TRINITY

How much do you know about Star Wars, eh? Hollywood Trinity tests your knowledge on this and several other subjects. When you get a question right part of a digital picture is revealed. Fun for a while, but the questions soon run out. 60% Fortes PD (A50 20)

49. GROWTH

Similar in some ways to Breakout, you control a ball which is steered around the screen. In



The centre is an ever-expanding mass of bricks the centre of which has to be destroyed. Four balls are armed with a gun, and on some levels you have to guide a ball as well. 60% Fortes PD (A50 18)

50. FIGHT

Another 'Pong' clone, only this one is very fast and there are plenty of hazards to avoid. If you haven't got a game like this, check out Fight. It's great in two-player mode. 88% Fortes PD (A50 18)

51. IN-PLANE DUEL

You probably won't remember this, but In-Plane Duels is actually an old Intuition game. It's two-player only and the object is to quite simply shoot your mate out of the skies. Easy to play, could do with a one-player mode though. 80% Fortes PD (A50 18)

52. M-BALL

Quick, simple, this is Breakout with no extras. There are no aliens and no weapons, but it's extremely fast with variable ball bounces. Worth checking out if you want to challenge your reflexes. 77% Fortes PD (A50 18)

Sea Battle



53. TEXAS CHAINSAW MASSACRE

You are Leather Face, complete with chainsaw. Your mission is to kill as many people as possible before your weapon runs out of petrol. The only way to be rich, but worth buying for novelty value alone. 69% 17-88 (A50 19)

54. LIFE AFTER DEATH

Test-only adventures are a really novelty, so it's quite nice to see a decent one like this. Life After Death has a novel twist in that you actually control two different characters. The player can handle some surprisingly complex physics and the game is generally well structured. 80% 17-88 (A50 19)

55. MR NOBODY VS THE INVADERS FROM SPACE

Ignore the title, this is actually nothing more than space invaders with a matchstick man instead of a laser ship. Still, it's almost impossible to make a bad version of Space Invaders, which is a fact well proven here. 80% 17-88 (A50 20)

56. TANK

More tank-themed action. This time you're on one side of a hill and your opponent is on the other. You can raise the elevation of your gun and set the power of the projectile, so you try to blast your mate to smithereens. Good. 80% 17-88 (A50 1)

57. BOLLERUPH

Yet another blast from the past. This is really Campore with a story (background) like the one-up it's good fun, although this version isn't as good as the original. 70% 17-88 (A50 1)

58. MAHNA MOYO

Guide your caterpillar around a main screen collecting apples to prevent it from starving. Every time it eats one it grows larger and it's instant death if it touches its own body, so things get very complicated after a minute or so. Enjoyable enough. 70% 17-88 (A50 12)

Go Runner



59. QUICK MONEY

Another two-tank in one mode game. As with the others, you and your mate are out to kill each other, but this game scrolls and is a split screen, which makes it very playable indeed. It could have done with a proper computer opponent though. 80% Fortes PD (A50 22)

60. INTERFERON

Seen Dr. Manhattan on the NES or Genesis? This is that game. Renamed and changed slightly, the formats are the same. Like Tetris, objects fall from the top of the screen, only this time you're trying to match colours. Not as playable as Tetris, but fun all the same. 80% Fortes PD (A50 22)

61. WHITELANDS

Set in a land where the inhabitants glow in the dark, Whitelands is a 3D adventure which pits you against all kinds of dangerous traps. It was created on Domarc's 3D Construction kit, and is very detailed, although it's a little slow. A decent which is frustrating. 78% Fortes PD (A50 28)

62. THUNDERGROUND

The graphics in this adventure game all have a pixelated look to them, whether they have been digitised or are computer generated isn't really clear. The object of the game is to escape from the clutches of a group of Vikings. Your problems are hampered by an inadequate power which is the only thing that spoils the game. 76% 17-88 (A50 24)



63. SPACE INVADERS 2

If you want to preserve a sense of tradition, this is the game for you. It's a little more sophisticated than the original version, but it has all the same features and is a respectable enough conversion of an arcade game. 77% 17-88 (A50 28)

64. PICK OUT

This is a strange sort of memory game. It uses the old pick two squares and try to make a match format, but the graphics take a strange style which makes some of the shapes a little difficult to remember. 69% 17-88 (A50 28)

TOP 100 PD



Screenshot



63. DIP

This is probably remember Dip from one of our coverpages earlier this year. This platform game puts you in control of a blue fish of a dog who you must guide around 16 maze-like page systems, making the game as you go while avoiding the many nasties. Clever stuff.

80% Virus Free PD

64. MEGGLE COMMAND

Nuclear missiles are heading towards five major cities, and as the controller of an AGC system it's your job to shoot them down. This is an excellent interpretation of the classic con-ops, all it's missing is the nuclear.

80% 17-08-1993

67. SPACE WER

It's all out control in deep space as you do battle with your mate or a computer controlled ship around a black hole. Fast and playful, although it can be a little frustrating at times.

70% 17-08-1993

68. OYHELLO

Yet another board game finds its way onto a PD-disk. This outstanding feature of this version is the computer logs, which can be at but the most狡猾 of Othello players.

80% 17-08-1993

69. PETER'S QUEST

At first look, this platform game seems nothing out of the ordinary, but playing it you soon find that this is a not half bad Mario wannabe. It's wasn't for some dodgy controls and even dodgier collision detection this would have been one of the best PD games ever.

80% PD Soft 2398

70. CRAZY SUE

Sue is the star of this platform game which lies somewhere between Mario and Flanore Islands. The graphics and gameplay are both top-notch (although the music's poor) and there are plenty of good ideas. A must for platform fans.

87% Virus Free 21-78

71. SUB ATTACK

The enemy navy is closing in and you're the only person that can stop them. Launch torps down at the boats, as they steam past in this conversion of the 1980 sea-op. Fun for a while, but ultimately very limited.

80% 17-08-1993

72. BANG FRONT MACHINE

All the fun of a real front machine, but it doesn't risk your fogs. On the other hand, it doesn't pay real wins, so you might find this a bit boring after only a few goes.

70% Virus Free

73. DALLYCON

This is a mixture of arcade game styles such as Moon Buggy and Defender, with a real story line and full screen themes in. The only problem is the ridiculous amount of disk swapping which will irritate single drive users.

70% 17-08-1993

74. DOMINION

What can be said? Even the great pastime of matching spotsy tiles has made it onto the PD scene, complete with a small option that lets you see your opponents tile. Becomes dull after a few games.

80% 17-08-1993

75. DEATHRANGERS FROM SPACE

Deathrangers looks very simple, the graphics consisting of nothing more than a starfield and a few rough ships, but it's really an enjoyable title should you wish which saves the sharpshoot of reflexes.

70% 17-08-1993

76. TINY BALL

The authors of this game claim it's the world's smallest board game. All it takes up is a small window on the Workbench desktop. Despite its size and lack of thrills, it's still fun for a while.

71% 17-08-1993

77. AIR TRAFFIC CONTROL

Yes, you've read it right, this is a PD Air Traffic Control sim. Try it guide in up to 100 planes at a time to land, avoid them at each other. Either way, this is quite a novel title game.

70% 17-08-1993

78. DIPLOMATIC

This is a suit-down version of the board game that retains most of its best elements. The read me doc is essential reading if you want to play this very rewarding, but complicated strategy number.

80% 17-08-1993

79. LORN

Although it's five years old now, Lorn is still a good little RPG. The graphics aren't much to look at and the plot is minimal, but the game is enjoyable and makes a nice diversion from the usual shoot 'em ups.

70% 17-08-1993

80. BIT 'N' WIN

Bit'n'Win is a PD game using game without the pain of losing your money. The bonus of having four guides, odds set by your computer books and you can place your fictional cash in trades and accumulators.

70% 17-08

81. FULL MOUTH

Money is the subject of this title. Play against a greedy computer opponent as you attempt to hustle him out of his cash. It also includes a score guide so you can find out whether a high score is a bit low.

70% Virus Free 2343

82. TRIX

The name may not be the same, but this is



GAMES

Puzzle Games



definitely *Cave*. The aim is to guide your dot around the screen avoiding boxes and avoiding hazards. Dead simple and totally addictive. 85% 17-88 (AM) 7

83. TOP SECRET

Life couldn't be simpler in this platform game - collect treasure and fight bunnies at night. Nothing too smart, but still very playable with some fantastically designed levels. 80% 17-88 2-85

84. ANTEP

One of the few PD RPGs, this one just happens to look a little like some of the Ultima games. Paganism forgiven, this is a complicated and well thought out game that will hold your attention for many hours. 87% 17-88

85. IRON CLADS

Simple life on the high seas in this naval belt-to-simulator. It's a dedicated wargame, so prepare to spend a few hours getting to grips with it, otherwise you'll be hopelessly lost. 80% PD Soft 3485



RPG



Action Games

RPG



86. TURBO THRUST

Take to the narrow tunnels of the Amiga CD Death as you and a pal race it out in tightly space math. It's a pity that this game is less playable only, as it's fast and action-packed, but unplayable without a mate. 81% 17-88

87. LORRI

This is another title which falls into the 'simple but addictive' category. The aim is to place lines between several points without intersecting. Sounds simple? It definitely isn't. 73% 17-88

88. ESCAPE

Trapped in a room where the floor slinks-grates when you walk over it, you only get one chance to make your way to the exit and escape. Tiring, with plenty of levels to keep you hooked. 83% 17-88

89. LEAP

Only read this if you're a nostalgia freak. This game first appeared on the Spectrum about ten years ago, the aim being to leap through gaps in moving lines. Good if you've played it before, but most people will be put off by its relative simplicity. 88% 17-88

90. KING OF THE BEAST

There's a monster to be destroyed and only your soldiers are up to it. Played on a chess board, this game requires you to form a circle around the beast. Borealis. It will eat any troops who get too close. 85% 17-88

91. TANK BATTLE

It's you and a pal killed out with tanks and pitted in combat against each other. The view is from the top of the arena and bullets bounce off walls, so be careful not to shoot yourself. 78% Valley PD

92. FBI

First called C78 then Fargo, it now resides on the PD circuit as FBI. The aim is to change the colour of tiles by jumping on them while avoiding the hazards which descend from the top of the screen. 80% 17-88

93. DEFEASER

A bizarre shoot 'em up which involves you flying through a computer trying to destroy a virus that's bent on destroying this or that positions during Deas-Strike. Playable, despite the awful plot. 76% 17-88

94. PUZZ

Sliding block puzzles usually only rank as mildly amusing, this one, however, has a twist. Apart from the great puzzles, you can also import RFF files to create your own, which is fun. 80% 17-88

95. TREE TRIP

This is a similar game to Hollywood Thru, but based exclusively on the Tree. There's a database of 180 questions, with the option to purchase more from the author if you can answer them all. 74% PD Soft

96. BACKGROUND

Written to demonstrate artificial intelligence, this is one hell of a background challenge. You're invited to play with the source code, so if you're really bored you could create those 8 quavers in the A.L.I.'s music. 76% 17-88

97. MONOPOLY

Lost the pieces to your Monopoly set? Fear not, you can now buy the game from the Public Domain. This version has all the features of its board game counterpart, except the banker can't dip their hand in the till. 85% Vireo Free

98. MOONBASE

Professor landing is collector in Moonbase. As the pilot of a Lunar lander, your job is make sure the cargo is delivered safely. I.e. without too becoming part of the Moon's terrain. Occasionally frustrating, but it will keep you glued to your joystick. 85% PD Soft

99. ESCAPE FROM JOY

This sleekly produced arcade game features excellent scrolling, stellar sound and a multi-facet of other effects. It's also very playable, as you must overcome all kinds of vicious trickery in your attempt to escape. 87% 17-88

100. CHESS

Where would we be without a PD chess game? Well here it is, complete with a huge arsenal of moves which turn your Amiga into a regular Kasper. The source code is included so you can always be unperturbed and muddle the computer. 88% 17-88



PD GRAPHICS

What's a bit of money? Amiga PD graphics have been helping the poor for years.

Commercial graphic packages can often cost an arm and a leg. Why face amputation when you could just as easily buy from the Public Domain?

As I've mentioned, the Amiga is a truly multi-talented machine. Its graphical abilities have gained it the greatest reputation. This aspect has been helped by the fact that Commodore have included a version of Deluxe Paint with every machine sold over the last few years. For graphics professionals there is a wealth of high-powered, high-priced tools available including bit bit units, professional-quality pens, tools and brushes, and a range of resolution and colour palettes. However, you don't have to mortgage your house to discover the wonders of professional-quality graphics; there are diamonds of packages costing no more than a few pounds just waiting for you to discover them.

CHILDREN'S ART PACKAGES

As I just mentioned, just about every Amiga owner received a copy of Paint when they bought their machine, so there's not really a lot of point looking at PD graphics packages as there tend to be vastly inferior. However, younger children may find Paint a little cumbersome, and for them Colouring Book may be the ideal choice. The program contains a selection of black and white line-art drawings, and provides the child with 12 coloured pens shaped like rocket ships. When one of these pens is selected it 'takes off' with a whoosh and the inkjet disappears. By touching the screen with the tip of the pen, the child can fill an area with the selected colour. Deluxe Paint usually accompanies the child's efforts, although this can be turned off. When your child has completed his/her masterpiece it can be saved as an IFF screen so that they can entice your family and friends by constantly showing off their masterpiece(s) capabilities. (Price: No. Disk (only): £12.00).

More creative children may also enjoy using Kids Paint, a cheerful and easy-to-use art package. The program provides them with a colour colour palette and a few simple yet fun drawing tools such as circle draw, symmetriser and fill. All program options are represented by large brightly coloured icons, and should keep the little ones, art - artists, sure for a good couple of hours. (Price: No. Disk only: £20.00).

CLIP ART

From one type of pre-drawn image is another, clip art is a useful time saver for a variety of applications ranging from desk top publishing (DTP) to video production work. It comes in a variety of formats depending on its intended application. Clips for DTP are usually monochrome (black and white) or grey, and will often be stored in medium-resolution, either as IFF screens or brushes. Clips in the form of single line art or scanned images, there are hundreds of DTP clip art disks available covering everything from human and animals to banners and motorbikes. My current favourite is a set of old fashioned woodcuts illustrating the different months of the year. Times Computer Systems are the largest supplier of clip art in Europe to phone them on 0208 555995 to see if they fulfil what you require. Clip art can also be used as the basis for your own drawings, and for this type of application scanned images are more useful. For example, the *What Disney Clip Art* disk contains a wide selection of famous Disney cartoon characters including Thumper, Pinocchio, Donald Duck, Pluto and many others.



Clip art can certainly enhance your DTP drawings.

With a bit of creative flair you can even use the images as the basis for your own animations (PD look, Disk-loads: VHS).

With the cheap availability of video cameras, video clip art has become increasingly popular recently. Full colour clip art is usually designed for use in video letters and program inserts. *Marquette Video Art* provides a prime example of the genre as it contains mainly images divided into nine popular categories, including weddings, birthdays and engagements. There are basically two types of graphics on the disk. Frames

are images in which a point 'win' down has been left for a video image to pass through. Then there are *Overlays*, which are small static image elements, text, phrases, that type of thing. These

could accompany the Christmas program page for me.



With Paint you can load, fill and fill your entire page.

Colouring Book helps kids get to grips with computer art.



Bar'n'Time is a test sheet for adjusting your camera's colour and sound.



VIDEO GENERATORS

For a wide range of effects, a video generator can help you manipulate the video information that comes from a video camera. You can use a video generator to create a wide range of effects, from simple colour and sound adjustments to more complex screen transitions and effects.

One of the most popular video generators is the **Bar'n'Time** (Data code: 1088). This software allows you to adjust the colour and sound of a video image, and it also provides a range of screen transitions and effects.

Can be overlaid onto a video picture to add interest or as an unusual way of testing effects, etc. (Data code: 1088). **TV Graphics** consists of a number of high-resolution backgrounds, over which you can control lines and effects, etc. Best multi-use to say about these except that they look great! (17-Bit, Data code: 1088).

Manipulate video for complete control over video production.



Fractal generators are capable of all kind of weird images.



VIDEO TOOLS

Playing with the theme of video production, there are now dozens of programs to help you create really professional video effects for a minimal outlay. One essential purchase for any home video junkies but is the video production set from 17-Bit Software. This comes on two disks, which between them contain 67 useful video tools and ten 800 backgrounds and ornaments. These include basics such as Bar'n'Time, a test sheet for adjusting your camera's colour and sound balance, more advanced programs such as First, Last and Dissolve for creating interesting screen transitions and expert-level utilities such as TimeShift for calculating SMPTE time codes. (17-Bit, Data code: 1088).

The advanced video user, **Video Pipes**, contains 34 broadcast-style screen wipes including Matt, Circle Pattern, Diamond and Camels. These wipes are stored as digital animations and with ease they can be used to create complex transitions from one video image to another. To be honest, they will require a lot of effort to use effectively, but the results will be as professional as anything on TV. (PD Soft, Data code: 1087).

LANDSCAPE GENERATORS

Fractal landscape generators are an ideal choice for people who want to create attractive scenes without the effort of drawing them by hand. There are currently at least half a dozen such programs competing for your attention, and many of them are of commercial quality. The best is undoubtedly a program called **Scene Generator**. Unlike its common-
 Call this. First, it can't read real landscapes (in the form of digital elevation maps), but it creates scenes which are every bit as believable. It allows you to specify such variables as the sea, snow and green levels, before using a fractal 'seed' number to create an imaginary scene. It supports two levels of detail and you can alter the colours used for rendering. If you're interested in fractal landscape creation, you really must get yourself a copy of **Scene Generator**. (Data code: 1089). Other references in this category include **Clouds II**, **Landscape** and **Scenery**. All three can be found on one bumper compilation disk. (17-Bit, Data code: 1097).

Fractal, 1088, 1089, 1090, 1091, 1092, 1093, 1094, 1095, 1096, 1097, 1098, 1099, 1100, 1101, 1102, 1103, 1104, 1105, 1106, 1107, 1108, 1109, 1110, 1111, 1112, 1113, 1114, 1115, 1116, 1117, 1118, 1119, 1120, 1121, 1122, 1123, 1124, 1125, 1126, 1127, 1128, 1129, 1130, 1131, 1132, 1133, 1134, 1135, 1136, 1137, 1138, 1139, 1140, 1141, 1142, 1143, 1144, 1145, 1146, 1147, 1148, 1149, 1150, 1151, 1152, 1153, 1154, 1155, 1156, 1157, 1158, 1159, 1160, 1161, 1162, 1163, 1164, 1165, 1166, 1167, 1168, 1169, 1170, 1171, 1172, 1173, 1174, 1175, 1176, 1177, 1178, 1179, 1180, 1181, 1182, 1183, 1184, 1185, 1186, 1187, 1188, 1189, 1190, 1191, 1192, 1193, 1194, 1195, 1196, 1197, 1198, 1199, 1200, 1201, 1202, 1203, 1204, 1205, 1206, 1207, 1208, 1209, 1210, 1211, 1212, 1213, 1214, 1215, 1216, 1217, 1218, 1219, 1220, 1221, 1222, 1223, 1224, 1225, 1226, 1227, 1228, 1229, 1230, 1231, 1232, 1233, 1234, 1235, 1236, 1237, 1238, 1239, 1240, 1241, 1242, 1243, 1244, 1245, 1246, 1247, 1248, 1249, 1250, 1251, 1252, 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2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 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2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 2681, 2682, 2683, 2684, 2685, 2686, 2687, 2688, 2689, 2690, 2691, 2692, 2693, 2694, 2695, 2696, 2697, 2698, 2699, 2700, 2701, 2702, 2703, 2704, 2705, 2706, 2707, 2708, 2709, 2710, 2711, 2712, 2713, 2714, 2715, 2716, 2717, 2718, 2719, 2720, 2721, 2722, 2723, 2724, 2725, 2726, 2727, 2728, 2729, 2730, 2731, 2732, 2733, 2734, 2735, 2736, 2737, 2738, 2739, 2740, 2741, 2742, 2743, 2744, 2745, 2746, 2747, 2748, 2749, 2750, 2751, 2752, 2753, 2754, 2755, 2756, 2757, 2758, 2759, 2760, 2761, 2762, 2763, 2764, 2765, 2766, 2767, 2768, 2769, 2770, 2771, 2772, 2773, 2774, 2775, 2776, 2777, 2778, 2779, 2780, 2781, 2782, 2783, 2784, 2785, 2786, 2787, 2788, 2789, 2790, 2791, 2792, 2793, 2794, 2795, 2796, 2797, 2798, 2799, 2800, 2801, 2802, 2803, 2804, 2805, 2806, 2807, 2808, 2809, 2810, 2811, 2812, 2813, 2814, 2815, 2816, 2817, 2818, 2819, 2820, 2821, 2822, 2823, 2824, 2825, 2826, 2827, 2828, 2829, 2830, 2831, 2832, 2833, 2834, 2835, 2836, 2837, 2838, 2839, 2840, 2841, 2842, 2843, 2844, 2845, 2846, 2847, 2848, 2849, 2850, 2851, 2852, 2853, 2854, 2855, 2856, 2857, 2858, 2859, 2860, 2861, 2862, 2863, 2864, 2865, 2866, 2867, 2868, 2869, 2870, 2871, 2872, 2873, 2874, 2875, 2876, 2877, 2878, 2879, 2880, 2881, 2882, 2883, 2884, 2885, 2886, 2887, 2888, 2889, 2890, 2891, 2892, 2893, 2894, 2895, 2896, 2897, 2898, 2899, 2900, 2901, 2902, 2903, 2904, 2905, 2906, 2907, 2908, 2909, 2910, 2911, 2912, 2913, 2914, 2915, 2916, 2917, 291

PD GRAPHICS

If you're interested in fractals, there are a host of related programs available in the AmigaWorld to help you get started.



RAY TRACING PACKAGES

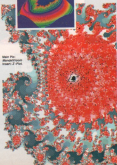
From computer-generated landscapes to computer-generated objects, ray tracing lets you create real or imaginary objects which your Amiga will then attempt to render (draw) with photographic realism. In terms of results, *DOVE Render* is still the best PD program in this category, and it contains most of the important features found in commercial packages. Its only disadvantage is the fact that all objects and scenes must be defined in word form, rather than by actually positioning lines and points on-screen. If you're mathematically minded, this can make to your advantage as it lets you create objects with much greater precision. *DOVE* supports multiple light sources and variable refractive and reflective levels, allowing you to create objects as diverse as wood or glass. Any remotely complex scene will take fairly hours, even days to draw, but the end results are as good as any you can see on the Amiga. (*DOVE* 1.00b, (Diskcode: 1044))

SoftRay is a handy utility for creating topographical landscapes. Written by Taliesin Packer, a prolific Star Trek fanatic and demo creator, it generates fractal landscapes into *Amiga* 3D compatible scenes, into which you can incorporate any other 3D objects that you may have created. As a perfect accompaniment to *SoftRay*, *AltComputer* converts landscape forms into *Amiga* compatible objects. If you want a ray tracing package that supports either texture mapping or bump mapping, *Textura* is a great collection of suitable material all stored as BP screens. These include images of planetary surfaces, buildings, wood grain, landscapes, etc. *Taliesin Packer* fans will recognise many of the textures from his *Dune* *BladeRunner* demo. All three of the above programs can be found on one disk (*SoftRay* PD, Diskcode: 1046b).

from the lights down low, and its some hardware frills and warts the light shows.



Star Trek: *BladeRunner* demo, J. Packer



PD FRACTAL SOFTWARE

I couldn't touch the subject of computer-generated images without briefly mentioning fractals, the branch of mathematics that can be used to create intricate and beautiful pictures. Drawing from the work of Belgian mathematician (and *Mandelbrot*), fractal mathematics has given rise to entirely new ways of thinking about science. His formulae can be applied to subjects as apparently dissimilar as weather systems, population dispersal and plant growth.

For most of us, however, it is for its artistic possibilities that fractal maths has become famous. The greatest problem with fractal drawings is the amount of time that they take to generate. On an ordinary *Amiga* the simplest image (about 100x100) can be drawn in less than five minutes but to draw anything more complicated can take hours in even days. For this reason, a number of programs have been created which try to perform the necessary calculations at a faster rate than usual. *Mandelbrot* is one such program, and it provides support for a variety of additional processors and math co-processors. It allows you to zoom into any part of an image, and even lets you create scripts which will rehearse your steps when you want to find your way to a particular location in the future. The scripts can also be used to create animations. Using the program's palette and cycling options, you can create fractals and abstract images with a minimum of work. (111-10b, Diskcode: *Mandelbrot*)

If you have a very good understanding of maths, you may be interested in a program called *2DPlot* which plots the results of formulas in the complex number plane in two and three dimensions. With such demonstrations as *exploring the Mandelbrot set* by *Raymond's* method for solving quadratic equations, it's guaranteed to give your brain as much of a workout as your computer. The resulting plotted images are quite different to traditional fractals, although the program can use both the *Mandelbrot* and *Julia* sets for calculations. (Single PD, Diskcode: 10012)



Amiga Animation Studio lets you edit sprites in your animation.

PROGRAMMER'S TOOLS

Having created all of these marvellous graphics, what do you do with them? Well, one option is to compile them into a slideshow, and programs such as the SlideShow Constructor and SlideShow Generator are ideal for this. However, if you require a slideshow that gives you a lot more control, DAD Slide is one possible solution. The program was written for the home base of an American TV studio as a reliable way of displaying pictures to supplement the news items. In some ways it's quite straightforward, allowing only for point image flipping as opposed to providing loads of flashy transitions. However, it is very simple to use and is guaranteed to work time after time. (PD Soft, Disk code: V118)

From slideshows, it's only a small step to creating your own animations. Of course, programs such as DPaint support this feature, but the Audio Animation Studio goes one step further — it lets you add sound. In fact the program is quite basic, allowing for only eight colour animations, but it does support stereo printing, an animation slot whereby you can



DAD Slide was developed by an American TV studio.

add a four-frame version of the previous frame while you draw the new one. Having created an animation, a sound sample can be linked to each frame providing synchronised sound and movement for a fraction of the cost of Movie or Constructor.

If you can program, a more efficient way of creating animation is by using sprites and blocks, which occupy less memory and can be manipulated at faster speeds.

Amigaheads have published a range of programs to help you do exactly that. The Amiga Sprite Designer lets you work in four or 16 colour modes and provides you with a vast array of designing tools to let you flip, rotate and colour each sprite. The heart of the program is the sprite grid where you can make alterations to sprites up to 300 lines high by 30 pixels wide. As you build up successive sprites, you can use the program's animation facilities to test your work. There's little else to say about this pro-

gram except that it also allows you to cut and paste sprites between various frames. (Amigaheads, Disk code: 1102)

AmOS-users may also be interested to hear about the Sprite Block Editor which lets you test and edit sprite animations before you incorporate them into your program. (Digi Vis, Disk code: UPC46). By creating a small number of graphics blocks, and duplicating them to make up a full-screen image, programmers can save huge amounts of memory. Of course, this means that they need some way to design and test the graphics. Although DPaint is used by some, many prefer a dedicated program such as the Artisan (Block Designer). Blocks are designed on a 16 by 16 grid and are then saved as raw data. This raw graphics information can subsequently be loaded into the Artisan Screen Designer to be compiled into a screen. (Amigaheads, Block Designer Disk code: 1106, Screen Designer Disk code: 1069)

PD IMAGE PROCESSING

Once you've created your screen, be it by trace, fractal or hand drawn, the story doesn't have to end there. With image processing software, you can perform a vast number of modifications from the subtle to the bizarre. Image Lab was written in 1989, but as far as Amiga screens go, it still compares favourably to many of the modern commercial packages available. It supports a full range of boolean logic operations such as OR, XOR, AND, etc., as well as including some very high powered filtering functions. So far as I know, it's the only PD program that will attempt to merge two high-resolution screens together. Most functions can be applied to either the entire screen, or just a part of it. Incidentally, although the program does run on my Amiga 500 Plus, it wasn't particularly stable, so if you get frustrated very easily you might want to give this one a miss. (PD Soft, Disk code: V518)

The Amiga Sprite Designer will let you create a screen of animation to help make your slides more like a video screen.



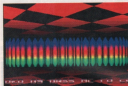
After image processing, pictures can be further altered using Lab.



MUSIC DEMOS

Music demos have been a staple of Amiga PD since the beginning.

For a long time the sound capabilities of the Amiga were ignored, but now the machine's custom chip is being exploited to its fullest. Here are a selection of some of the best music demos currently available.



**BASS
MEGADemo II**
17.8k

If you've never heard a decent music demo, you could be forgiven for thinking the Amiga was only capable of producing fairly basic, bongo and grating lead synth sounds. The full sonic potential of the machine is rarely exploited in most games, mainly because a big soundtrack eats up memory that's better used for the game itself. With music demos (however, the tables are turned). Here the emphasis is on clever, loud samples, and hard-hitting tunes, with the program code and graphics kept to a minimum; the music demos are free to take the Amiga's sound hardware to its limits. Most of your machine gets a decent 16-b, 256-ct Bank and/or, or getting and plenty - the choice is yours. Before we begin, let's a quick note about the crank factor. This directly relates to the recommended volume setting for your demo. If, for example, the crank factor is 10, which this volume up to 10 as well. Easy on?

This is really more of a megademo than a pure music demo, but the sounds on it are so good that it would be impressive with just a blank screen. As it is, you're treated to a feast of multi-colour visuals, along with a series of fairly short, but extremely clear, original dance tracks. It all gets horizontal in the closing section, with a really massive breakdown - strange about that grating synth sound though. Crank Factor II ▼



NIGHTSHADE
17.8k Nov. 1974

Here's something a bit different. Although the presentation is just a big standard 256-ct and artist, the tunes themselves are a lot more adventurous.

First up is a very successful attempt at a sort of jazz. The shuffling bassline and light beat are topped by a meandering piano melody. Apart from the slightly plinky piano samples, it all sounds very real indeed, and makes a change from the norm. The second track, 'Synthesizer', is nothing to do with the old 'Big Ring' song, but well worth making an ear to at the same. The backing is nothing to shout about, but it breaks the mould because of the original vocal samples. Sadly, although the samples are very clear, the vocal talents of the featured songsters leave something to be desired. From then on the demo area back into 16-bit music territory, before finishing off with a decent hard hitting rock tune. Definitely worth getting hold of, if you fancy something a bit different.

Crank Factor I

TECHNO BARDS**
17.8k Nov. 1481

Powered by a near-but uncharacteristic 16-bit sound, over which comes another candidate for the 'Most boring demo ever' award, is a run-of-the-mill techno demo.

While the sound quality isn't top notch, some choice breaks and loops have been strung together for the opening stages of the mix. Unfortunately, the inter-beat-tapping frenzy is thrown right off course by the appearance of a raggedy, muffled vocal sample, which is hopelessly out of time with the beat. The track picks itself up off the floor and gets fairly busy again, but only for short bursts, punctuated by further use of the sample. Shame really, because it's not that bad apart from that.

Crank Factor II

THESE TWO COMPANIES HAVE PRODUCED SOME OF THE MOST INFLUENTIAL AND IMPORTANT MUSIC SOFTWARE OF THE LAST FEW YEARS.

40947
0X10



A TRIP TO THOMPSON REMIX

1000 Rev. 14450

Cross Urban Egan's lovely love hit with TV comedy series *Real Gars*, and you've got the latest offering from Vap. Unfortunately, Brian Carr isn't featured on the mix (Hugh, Hugh, Barney Morris, Curtiss, Eddie, Grit, ghewer). Instead, the vocal interest comes from the Real Gars team, with speech samples from the program mixed over the main soundtrack.



The volume jumps around a bit between tracks, as do the tempo, and the samples are a bit on the grainy side. Despite the rough edges though, it still works quite well. The only substantial mish up is one particularly bad sample that's dropped in a lot of places, drowning the rest. For what it's worth.

Crack Factor: 0

BOLING

17 Bit Rev. 2000a & 2000b

For those seeking an alternative to the explosion of rave demos, the *Bolting* demo offers a sanctuary. Its two disks load up with a trendy customised Wordbench 2-style interface. The eight tracks vary in quality, although the sound reproduction is excellent throughout the times. The highlight is "Rain Day", a shoestring-synthesised groove that retains a raw-degenerating, raw-beat melodies, carrying off the style very convincingly.

Crack Factor: 7

TOTAL CHAOS

17 Bit Rev. 27 00a & 27 00b

Get stomping! The latest from LSD is a right raring canter! Specifically, it's simple but effective, with multitracked voice equalisers spinning over in a staccato. Sonically, it's a stunner.

It kicks off with some excellent chunky breaks, heavy techno basslines and a handful of assorted other good-enough-to-eat samples. It's all non-stop, right through to the end of the second disk, and won't let up until you put the plug. The various stages are a bit sparse out here and there, and a few more vocals or hooks wouldn't have gone amiss. Even so, if you retire off your hat at a time, you'd be lapping it up. The mouse-controlled equalisers even let you jig the graphics in time with the music! Get it now.

Crack Factor: 0



SOUNDS OF SCIENCE

17 Bit Rev. 1000a & 1000b

Dual Core since they can turn their hands to both standard intro tunes and demotivation statements. First up is a track called Pandora's Box (noting to do with the CMO recently, which gets things moving along in a kind of technomusic's style. Just as it's looking up into something tasty, the soundtrack is brought right back to earth with another of those voice-worship lead synth samples. Following a real rave from a rotating tape cube, you could be lucky enough to pick one of the better rave tracks. Then again, you may unwittingly choose one of the background tracks that could have come off a demo written three or four years ago. Well worth a look at the same, just for the decent tracks.

Crack Factor: 7



CRACK FACTOR: 0

CRACK FACTOR: 7

CRACK FACTOR: 0

MUSIC DEMOS



FUSION
1785 No. M450

From the sampler of MC Matfox comes this set of four new tunes. First up is a slightly untidy mix of some great samples. The glass is taken off the pounding beats and techno-effects by some classy twanging. Next comes another good stomper, with a really chugging beat, just mixed slightly by some grumpy demofans. Track three is really too distorted to listen to for long, but the quality picks up in all departments for the final acid organ thumper.

Crack Factor: 7 1/2

BACH PRELUDE
1850 No. M450

Is this a first? Demos have traditionally come from all over Europe, and even occasionally the US, but Japan?

Rather low-tech this one. Just a straight sample (albeit a very long one) of classical Bach, played over a plain GUI screen. The sound quality isn't too bad, but at least you're getting the real instruments playing the music, rather than four channels of Amiga samples. However, the novelty of hearing your computer play a sample that long since past, which makes this all rather unimpressive.

Crack Factor: 1

GOSPEL KARAOKE
1781 No. 2084

A strange one this: a kind of rock gospel song, sampled complete with a verse and chorus of vocals. On screen, you get an inverted burning crucifix, the usual logo, and a scrolling text sheet, complete with bounding text. I don't know quite what to make of this. Give it a trial if you fancy something completely different.

Crack Factor: 4

DEPECHE MODE ▶
1781 No. 608

A fair rendition of a short interlude from the Violator album gets this one from Symbolix underway. This Depeche Mode theme continues to the core of the demo, which gives you a selection of five tracks to choose from. All have been re-written with familiar instrument samples, rather than being made up of samples from the original records. The result is a collection of fairly better tunes. If you know the original records, you'll get more from this collection, but even then you won't be bowled over, as there's nothing particularly new or interesting about any of the tracks.

Crack Factor: 5

MANIC RAVES

1781 No. 1209

This ageing two-disk set from Endless Poetry is still up there with the best of them. Accompanied by a charming poetry of Bart Simpson and his catgut, the songs sound less up with a rendition of an old 68k State instrumental, the name of which eludes me, but you'll know it if you heard it.

After the best mix, the ultimate acid anthem comes rolling out of the speakers like a turbo-charged JCB. Steady's Humored. A very busy version it is, too, with plenty of lead in the bottom end, bringing up the heavy sub-bass in chest-thumping style. The rest of the tracks keep the adventure going, continuing the acid theme, occasionally crossing over into folk house territory. A true classic.

Crack Factor: 10



NOBLE IT
1781 No. 2160

The familiar CD player screen fronts this same pre-packaged offering from Palace. Track one is a thorny number with a good few visible scratches. Localist is a simple bass and squiggly beatlines. One sound quality and interpretation are excellent, with no jumpy drum-bops or confusedly placed strings to break up the flow. Moving on, the upstamped beat continues, marked only by a haze tune over the top. Unfortunately, as you work through the tracks, the quality falls off, ending up as merely mediocre. Still, the graphics are quite nice whenever there you play.

Crack Factor: 7

CONTACTS

17 50 Software, 1st Floor Office, 23 Market Street, Wakefield, WF1 12E. Tel: 01924 36600

881, 1 Chichester Lane, Newport, Isle of Wight, PO26 1BB. Tel: 01803 331 000

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If you've always wanted to exploit the sound capabilities of your Amiga, but don't know how, Amiga Guide is here to help you get started.



Mid 3.2 is regarded as one of the best music packages on the Amiga.

4 MID 3.2

Standing proud at the top spot is the latest, and possibly last, version of the original 4-channel MID. MID (Music Industry) is one of the more extensively reviewed music trackers.

For anyone used to the standard tracker environment, the 4-styled front end is the first thing you'll notice. Unlike most trackers, MID gives you some indication that your mouse clicks aren't going unheard, most of the time, by feeding it notes as you select them. Though why it only chooses to do this on some and not others, I can't understand. Clicking around the various menu items, you're presented with a bewildering selection of options. While at first this is a bit off-putting, after a while it becomes quite fun, exploring the diverse 'mazes' of the program, trying to find out what all those long forgotten features actually do.

One simple but extremely useful improvement over the traditional tracker program, is the tempo control. Rather than the very coarse adjustments possible with most trackers, with MID you can use BPMs (beats per minute), which are far more accurate - almost essential if you're trying to sequence drum beats.

The sampler and sample editor are the best I've found on any tracker. Grabbing a sound is simple, and once you've got your samples, there are plenty of options to help you update it. One of the best editing features is the 'SOOFT' option, which brings up the notes in the samples. Use it well and your samples will evolve on a previously unheard plane. Alternatively, you can filter out the high frequency spectrum (think of heavy bass sounds), or even add echoes.

If you've got a MIDI keyboard or drum machine, you can easily link them to sample Amiga samples, although you can only use four channels of samples, you can enlarge each track to 16 notes, which means 16 tracks for MID 3.2, or a full 16 tracks if you don't use samples at all. MID can also load, create and save standard Soundtracker files, which can be bad.

Available from: AmigaSoft Limited, 188 Dale Valley Road, Farnborough, Southampton, SO14 4BN. Memory: 512K.

In the beginning, the world of computerised music was a closed one. If you wanted to write music for a game or demo, you only ever had to request to compose the tune. But you also had to program your own composition and player programs. If you weren't a cross between Einstein and Beethoven, you don't stand a chance. Then one day, a bunch of programmers came up with a utility called Soundtracker, a simple 4-channel sample sequencer. From this small start, a whole forest has gradually appeared, and it's showing no sign of stopping. Let's take a stroll through the woods, and we'll unravel the mystery of the spectrum analyser, and maybe find out what the hell all of this has got to do with trees.

WHAT IS A TRACKER ANYWAY?

If to you, Soundtrackers are just one of those things you ignore because they look about as interesting as a copy of *Wired* Publisher's, then so we imagine you. Beyond the drab text screen (think a beast of a program - a monster that can elevate you to undiscovered plains, take your readers, drive your neighbour insane, and not least, impress your granny).

The best thing about the tracker, is that you can be completely ignorant of traditional music

notation, and still create out some 'key' tunes. All trackers work in much the same way, with the Amiga keyboard simulating a synth or piano keyboard. Notes are entered via the keyboard, and recorded as alpha-numeric codes, eg, 'C-3 1204', in which C is the note, 3 is the third octave, 1 is the number of the instrument on which the note will be played, 2 is an effect (such as a reverb), and 04 is the degree of the effect. These codes are entered in columns, usually 16 to 18 high, with a column for each channel. When it comes to playing the tune, the columns scroll up the screen, triggering the right notes as they pass through the central position, usually marked with a horizontal bar.

Once it became clear that Soundtracker was going to be a success, the original programmers began releasing updated versions. Surprisingly enough though, third party programmers also took an interest, and a few of effect and synthesis options began to gather steam, and new versions are still coming out as this, and fast as they ever were. Because there are so many variants of the program in the public domain, all has of sorts.

Soundtracker is unique among PD programs in having virtually no commercial competition. There's all-way real, but with so many or other, which do you choose? Bring forth the CU Amiga tracker chart.



SoundTracker 2.4

Well, we couldn't leave out the original tracker could we? Everything is much as before, but there are two main additions to the program. Previously you were limited to using rather small samples, but now you can include samples up to 1024 long. The way the samples are constructed has also been changed. Now you can sequence single tracks rather than just channel/banks together. This gives you more freedom, saves memory, and once you've got the hang of it, will save you a fair bit of time copying and pasting repeated tracks. Available from: **Discovery, 188 The Avenue, Marple, Bradford, W. Yorks.** Tel: 0776 80006 Memory: 512K

ProTracker 2.0

As the 'tracker' name would suggest, this is rather more closely related to SoundTracker than MS2. The 2.0 revision still looks the same side of front and still has been evolved for regular users enjoyed by some for many years. Despite its continuing the SoundTracker tradition of being accessible, or at least pretending to be, ProTracker comes across pretty well.

Unfortunately, the MIDI features of previous versions have been removed. On the good side, there's an improved sample window, which is somewhere in between the BPMs of MS2, and the old style tracker sample control, although not quite as advanced as that of MS2. The sample editor is developed enough to allow you to grab new sounds while you're in the middle of a composition, without having to revert to a dedicated sample editor program to tidy up the sounds. Song files or modules can be saved out in conventional tracker format, or you can compress them to save on disk space.

Available from: **MSB, 1 Chain Lane, Liscard, Isle of Wight, PO30 92A. Tel: 0882 828 084** Compatibility: Not Plus compatible. Memory: 512K

Octamed V1

So what's Octamed doing down at number three, if the sun really does shine out of its behind? Well, after a few reviews, it has indeed impressed into an excellent program, but the current V1 version I won't find as many fans as either the commercial release or the 4-channel original.

For those unfamiliar with Octamed (where have you been?), it's basically a slightly out down version of the 4-track program, but now you can use 8 channels of samples. Unfortunately, you pay for the extra channels in a number of ways. One drawback is that you're reduced to the old tracker tempo control. You can no longer set or change the volume of a sample in the sequence (so all samples have to be played at full volume), and the sound quality drops considerably, with the noise becoming muffled and fuzzy. The player routine takes a lot of processor time, too, slowing down anything else you're got running, so it's not much use for games or demos.

One final drawback, if you're into big mixes with loads of samples, is that Octamed reduces the amount of memory available for sample storage, because of the increased size of the program itself. MS2 is running on a 1

Notes 8

Notes 8 was one of the first trackers to offer 8-channel sound. Unfortunately, I never got hold of any instructions for it, I think mine was, but it's pretty straightforward if you've used any other tracker. All eight tracks are displayed at once, using about the full height of the PAL screen for the track data, rather than the usual stereo-stereo display. Presentation is not the best, but it's refreshingly easy to move around the program. There's also a useful sample editor that looks a bit tatty these days, but works well at the time.

The drawback of Octamed V1 also applies here, and as it's not a widely used program, you're not going to get the compatibility of more popular trackers. MS2, it's a bit of fun just used on its own. However, TV games take note the best is at very small. It's so small that the program is almost impossible to use via a TV monitor.

Available from: **IT Bit Software, 1st Floor, 12 Miles, 218 Market Street, Walsfield, W. Yorks. Tel: 0854 588852** Memory required:



AND THE REST

The family of tracker ideas is growing all the time - there are plenty more where that hot one from **Madroom Studios**. SoundTracker, SoundTracker and up, we really think different from most other - even from the top you get when you look up. But have these ones 10-10 points, and it's really up to you to put out your own personal line. For example, I personally can't stand the way most SoundTracker programmes like this is to called 'T1-T2'. That means there is enough to keep the playing easy with MS2, but for every MS2 user, there are probably five or four SoundTracker users. Making out the one that suits you, it made a lot of sense by PC libraries that copy-tracker compilation discs. Get hold of one of these, plus a bit of samples, and you'll have that track.

may, Amiga gives you about 200K for your tunes, while Octamed cuts this by about 100K, even when running in 4-channel mode.

Despite all these criticisms, Octamed V1 is still an excellent choice of tracker. The 8-channel support gives you a lot more freedom to develop your tracks, so you can fill them out properly with all those sub-melodies and leadlines into you didn't have room for with 4 tracks.

Available from: **Madroom Studios Limited, 188 Chain Valley Road, Huddersfield, W. Yorks. Tel: 0484 588852** Memory: 1 meg

PD DEMOS

Creative, odd, interesting, watchable or listenable, demos come in all shapes and forms. Here, in no particular order, are some which have grabbed our attention.



IN THE KITCHEN

Produced by Anarchy, this demo/briefcase new file into plenty of giggled thrills. There are some fantastic vector effects, time-warped faces and resolutions, along with some excellent music. There's also a notable absence of context through most of the demo, which is very welcome indeed. Other demo groups please take note! (17-85, Disk code: 2000)

SILENCE OF THE LAMBS

This is peculiar because it's a demo based on a film which doesn't rely on spoken dialog. Instead, there are some well-drawn pictures and atmospheric music which carries the story very well. It's a pity the whole thing couldn't have been longer though. (NBS, Disk code: 2194)

EVOLUTION

This is a real mixed bag. It contains static pictures, scrolling textfiles and animations happening. Naturally, all this comes with soft-side music and last about every track ever employed in a demo. (17-85, Disk code: 1778)

INTENSE

Music stands systems are fairly common on the PC/Amiga, and this is one of the better ones. As well as featuring some great music and different animations for each track, you can also see through the music, alter the volume and adjust the balance. (17-85, Disk code: 2004)

DIGITAL

Theodorus, from Anarchy, cuts no corners. It features all the tunes, scrolls and vectors you'd find in most other megademos, but this one clocks in at a staggering 26 minutes! And the surprising thing is that it barely gets boring. Top class. (17-85, Disk code: 2016)

THE SECRET POLICEMAN'S BALL

Guaranteed to get you giggling is this sample taken from the 1978 film of the Albert Hall. It features half of Murray Fytche and Thomas Robinson trying to outdo each other with stories of their hard-core kinkings. I used to live in London back in middle-of-the-way type stuff. (Discovery, Disk code: 1000)



MAGGIE 2: PANCAKE DAY

"You have a taste for the weird, you should take a look at this disk. It's a collection of images snatched from TV then cut out and dropped into humorous situations. There's some interesting bizarre and very occasionally funny stuff here. (NBS, Disk code: 2188)

ALLEN WIDECREIN

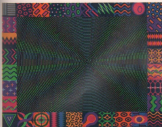
Expanding pictures from movies is nothing new, but this offering takes the best images from the widescreen version of film and places enough of them together so that you can follow the story. Also in this collection is the Elephant Man and John Carpenter's The Thing. (Alternative PD, Disk code: Alternative)

WILDFIRE MEGADEMO

Containing some excellent, not to mention original, soft-side music and animation, this is one of the best megademos of the last year. Got back early to figure out where many of the samples came from, there are certainly lots of 'em. (PD Soft, Disk code: 2137)

BLINDATE

You've probably seen the show, now you can take part in the PD counterpart. As one of the three lucky (or unlucky) female contestants, you get to answer the questions thrown at you by Mr. X, the lucky guy in the house. Interesting, to say the least. (PD Soft)



As the music pattern of the sounds are accompanied with an ever-shifting screen of shapes and images.



BUDORAIN MEGADEMO

Although this demo is getting on a bit now, it's still one of the best ever. It's a true megademo style. It features plenty of different graphic sections, tunes, sound messages and funnoid. (11-8a, Disk code: Budorain Megademo)

ALCATRAZ MUSEUM

Digitized artwork is all the common nowadays, so it's hard to see a disk such as this which contains entirely computer-generated images. The quality is excellent. (11-8a, Disk code: 1995)

CITY FOR DAWN

American resident arrives to the Amiga in the form of this state-of-the-art digital from City For Dawn, an obscure American home mag. The quality of the digitizing is very good, as is the sampling of the accompanying effects. (11-8a, Disk code: 1995)



WILDFIRE

Featuring samples from KLF tracks amongst others, Wildfire is a top-notch rave disk. The music's good and there are plenty of other images to make your eyes bleed. (Disk code: Wildfire)

DOCTOR WHO

One of the best of the series. This disk contains 16 pictures from the story. The Invisible Enemy (which starred Tom Baker) complete with an appearance from K9. It's a jolly about the alien's accompanying tune though. (11-8a, Disk code: 1188)

RED DWARF

This disk features Lister, Rimmer, Cat and Kryten starring in digitized versions of some classic Red Dwarf sketches. Not only are there pictures, but sampled soundtracks. A must for fans. (Disk code: Red Dwarf)

LOVE SEX INTELLIGENCE

A cartoon on like a search series. This disk features a remix of the Shamen's L.S.G. complete with the C-matrix party-fingered dancing and a dynamic rapping. (11-8a, Disk code: 1995)

LIQUID REFLEX

At first this seems like nothing out of the ordinary, but it soon opens up into a very interesting and technically impressive graphics feast. The bulk of the demo is made up from fixed video sequences, and while not complicated, the soundtracks are plenty of originality. (11-8a, Disk code: 1995)

STAR TREK - The Best of Both Worlds

In a similar vein to the Red Dwarf demo, this one features digitized sound and pictures from the classic story of series three of The Next Generation. It comes in two parts, each lasting long. If you haven't seen the program, avoid the cliff-hanger by buying both parts. (11-8a, Disk code: 1995)



Having now for hours this beautiful, even if it is not a bit of rubbish they'd still be a bit.



PD UTILITIES

You don't have to spend a fortune to get your hands on some amazing utilities. The Public Domain offers a wealth of great programs that are often better than their commercial counterparts. So, whether it's a graphics package you're after, or a disk copier, we guide you through the best releases.

THE Amiga has a vibrant and healthy Public Domain software market, and operates in this more prudent than when it comes to utilities. Whatever your interest, there's need protection to wordprocessing, programming to knitting, there is at least one free program to help you. With such a diverse selection of programs to choose from, it's not always easy finding the right one. But don't worry - AmigaGuide is here to guide you through some of the more useful programs.

VIRUS KILLERS

Regardless of your interest in the Amiga, a virus killer is virtually essential, isn't it? What it doesn't matter what programs you're loading, they're all susceptible to infection, and with over two hundred different "viruses" (moving for the right to crash your valuable program and data), you'll be very unwise to ignore the danger. These viruses range in destructive power from the computer equivalent of a backed-up nose and a sore throat, to something as lethal as meningitis or a heart attack. I don't mean to make light of these diseases, it's just that some computer viruses can be just as terminal to your (potentially precious) data.



There are nearly as many killers as there are viruses, and choosing one can be difficult. However, Boot-K and Virus Checker are two of the most popular, and should cater for most requirements. Boot-K is perhaps the more

comprehensive of the two packages, providing options to search for all major virus types including boot, file, validator and back viruses. It also lets you install anti-virus programs both in your computer's memory and on the boot block of your disks. It even allows you to mount a log of your virus checking activities to ensure that you know exactly what's happening at all times. The greatest advantage that this program has is flexibility to load "clean files". These files contain information about the latest viruses, and can be updated from disks, and can be loaded regardless of the program version that you're using. New virus files are created regularly, so all you need do to ensure that your checker is up to date, is order the latest file from your local PD library.



Virus Checker is almost as comprehensive as Boot-K although it cannot check for back viruses. It's considerably easier to use than the former package, with most checking operations being performed automatically whenever a disk is inserted into any drive. The best way to keep abreast of the virus threats is via the Virus Research Group, a recent anti-virus organisation co-ordinated from Britain and Scandinavia. This group constantly gathers information about new viruses and develops filters to deal with them. Once a month they produce an updated disk full of virus filters called "The New Superfilters". This disk is chockful of virus information and also again contains regarding the above mentioned Boot-K and Virus Checker. (Disk code: New Superfilters, From: Soldier Computers)

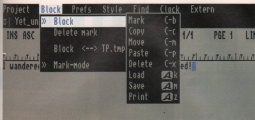
WORD PROCESSOR

Sooner or later, most Amiga users buy or require a word processor (WPP) of some description. Whilst there are absolutely plenty worthwhile commercial offerings, there are also a few PD ones that are equal or better than most of the full-price stuff. There are currently two WPPs fighting for supremacy: *Text Plus* and *Text Engine*, both of which are first class and have more than enough features to satisfy most needs.

FILE	PROJECT	TITLE	TEXT	OUT	PD
1. Text Plus	1. Text Plus	1. Text Plus	1. Text Plus	1. Text Plus	1. Text Plus
2. Text Plus	2. Text Plus	2. Text Plus	2. Text Plus	2. Text Plus	2. Text Plus
3. Text Plus	3. Text Plus	3. Text Plus	3. Text Plus	3. Text Plus	3. Text Plus
4. Text Plus	4. Text Plus	4. Text Plus	4. Text Plus	4. Text Plus	4. Text Plus
5. Text Plus	5. Text Plus	5. Text Plus	5. Text Plus	5. Text Plus	5. Text Plus
6. Text Plus	6. Text Plus	6. Text Plus	6. Text Plus	6. Text Plus	6. Text Plus
7. Text Plus	7. Text Plus	7. Text Plus	7. Text Plus	7. Text Plus	7. Text Plus
8. Text Plus	8. Text Plus	8. Text Plus	8. Text Plus	8. Text Plus	8. Text Plus
9. Text Plus	9. Text Plus	9. Text Plus	9. Text Plus	9. Text Plus	9. Text Plus
10. Text Plus	10. Text Plus	10. Text Plus	10. Text Plus	10. Text Plus	10. Text Plus

Text Engine has been designed with simplicity and user friendliness first, but it may well be better more like a text editor than a word processor. It has a pleasing "wordsearch" 3-D look, even on 1.2M machines, and it's extremely easy to use. Whilst its menus are not over-flowing with options, it has a convenience to it that makes it very appealing. Unfortunately, it doesn't seem to include variable justification, but it does include basic word wrap facilities.

It also offers support for a huge variety of type styles and sizes including sub- and superscript, proportions, stretched and Pica. Despite its limitations, I feel that it is rather surprising in its lack of mouse controlled movement and editing functions. (Disk code: 2129, From: T.T. Bit Software)



Text Plus also simulates the DOS look, in colour scheme at least. It also seems to contain all of the features that *Text Engineering's* it even supports multi-coloured text. It includes comprehensive block marking and editing facilities, not to mention search and replace and even direct-line access to *MSD*, *Poweruser* and *File Manager*. (Because the program's author has apparently not received a worldwide shareware contribution from users, the latest version of the program includes a very effective "correspondence problem" called the "leave-marking requester". This requester appears almost constantly to remind you to register your version. Needless to say, the registered version does not include this irritating feature. (Disk code: 1702, Price: 17.95)



SPELL CHECKERS

Of course, once you have a word processor, a spell-checker will ensure that you don't make any stupid or embarrassing spelling mistakes. Each of the above programs are supported with a spell checker: *Amiga Spell* is the case of *Text Plus*, and *Adapted for Text Engineering*. It you want something more than just a spell checker, *Word Perfect* is an excellent program. In addition to checking your spelling, it can also solve anagrams, give you the hundredth score for any word and even analyse the average word length of a document. (Disk code: 1617/1703 From: Blankings)

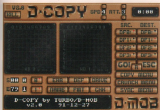


PRINT PROGRAMS

Once you've completed your literary masterpiece, it's not much good unless you can print it out. Of course, most word processors include their own print routines but for really precise control of your specific printer, there are a couple of programs available. The most powerful of these is called *Print (Style)*, and it can handle both text and graphics. As far as text printing goes, it gives facilities to print text in a variety of formats, letting you specify headlines, line and page numbering, etc. It also lets you decide whether or not you wish to print an entire document or just portions of it. As for graphics handling, again it offers you the choice to print all or just part of a screen. If you just select a part, it will be enlarged to fit your paper. (Disk code: 1683, Price: 16.95)

Dealing with the subject of printing, *17 Bits* Print Disk contains a selection of small print utilities and printer drivers which between them can make the easier. For example, *Spooler* lets you create a buffer into which all printing is sent before it goes to the printer. This means that you can get on with using your computer again almost immediately while the printer gradually reads the contents of the buffer in its own time. (Disk code: 1618, Price: 17.95 Software)





Share every step of your progress with the community. It's easier.

1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 2026 2027 2028 2029 2030 2031 2032 2033 2034 2035 2036 2037 2038 2039 2040 2041 2042 2043 2044 2045 2046 2047 2048 2049 2050 2051 2052 2053 2054 2055 2056 2057 2058 2059 2060 2061 2062 2063 2064 2065 2066 2067 2068 2069 2070 2071 2072 2073 2074 2075 2076 2077 2078 2079 2080 2081 2082 2083 2084 2085 2086 2087 2088 2089 2090 2091 2092 2093 2094 2095 2096 2097 2098 2099 2100 2101 2102 2103 2104 2105 2106 2107 2108 2109 2110 2111 2112 2113 2114 2115 2116 2117 2118 2119 2120 2121 2122 2123 2124 2125 2126 2127 2128 2129 2130 2131 2132 2133 2134 2135 2136 2137 2138 2139 2140 2141 2142 2143 2144 2145 2146 2147 2148 2149 2150 2151 2152 2153 2154 2155 2156 2157 2158 2159 2160 2161 2162 2163 2164 2165 2166 2167 2168 2169 2170 2171 2172 2173 2174 2175 2176 2177 2178 2179 2180 2181 2182 2183 2184 2185 2186 2187 2188 2189 2190 2191 2192 2193 2194 2195 2196 2197 2198 2199 2200 2201 2202 2203 2204 2205 2206 2207 2208 2209 2210 2211 2212 2213 2214 2215 2216 2217 2218 2219 2220 2221 2222 2223 2224 2225 2226 2227 2228 2229 2230 2231 2232 2233 2234 2235 2236 2237 2238 2239 2240 2241 2242 2243 2244 2245 2246 2247 2248 2249 2250 2251 2252 2253 2254 2255 2256 2257 2258 2259 2260 2261 2262 2263 2264 2265 2266 2267 2268 2269 2270 2271 2272 2273 2274 2275 2276 2277 2278 2279 2280 2281 2282 2283 2284 2285 2286 2287 2288 2289 2290 2291 2292 2293 2294 2295 2296 2297 2298 2299 2300 2301 2302 2303 2304 2305 2306 2307 2308 2309 2310 2311 2312 2313 2314 2315 2316 2317 2318 2319 2320 2321 2322 2323 2324 2325 2326 2327 2328 2329 2330 2331 2332 2333 2334 2335 2336 2337 2338 2339 2340 2341 2342 2343 2344 2345 2346 2347 2348 2349 2350 2351 2352 2353 2354 2355 2356 2357 2358 2359 2360 2361 2362 2363 2364 2365 2366 2367 2368 2369 2370 2371 2372 2373 2374 2375 2376 2377 2378 2379 2380 2381 2382 2383 2384 2385 2386 2387 2388 2389 2390 2391 2392 2393 2394 2395 2396 2397 2398 2399 2400 2401 2402 2403 2404 2405 2406 2407 2408 2409 2410 2411 2412 2413 2414 2415 2416 2417 2418 2419 2420 2421 2422 2423 2424 2425 2426 2427 2428 2429 2430 2431 2432 2433 2434 2435 2436 2437 2438 2439 2440 2441 2442 2443 2444 2445 2446 2447 2448 2449 2450 2451 2452 2453 2454 2455 2456 2457 2458 2459 2460 2461 2462 2463 2464 2465 2466 2467 2468 2469 2470 2471 2472 2473 2474 2475 2476 2477 2478 2479 2480 2481 2482 2483 2484 2485 2486 2487 2488 2489 2490 2491 2492 2493 2494 2495 2496 2497 2498 2499 2500 2501 2502 2503 2504 2505 2506 2507 2508 2509 2510 2511 2512 2513 2514 2515 2516 2517 2518 2519 2520 2521 2522 2523 2524 2525 2526 2527 2528 2529 2530 2531 2532 2533 2534 2535 2536 2537 2538 2539 2540 2541 2542 2543 2544 2545 2546 2547 2548 2549 2550 2551 2552 2553 2554 2555 2556 2557 2558 2559 2560 2561 2562 2563 2564 2565 2566 2567 2568 2569 2570 2571 2572 2573 2574 2575 2576 2577 2578 2579 2580 2581 2582 2583 2584 2585 2586 2587 2588 2589 2590 2591 2592 2593 2594 2595 2596 2597 2598 2599 2600 2601 2602 2603 2604 2605 2606 2607 2608 2609 2610 2611 2612 2613 2614 2615 2616 2617 2618 2619 2620 2621 2622 2623 2624 2625 2626 2627 2628 2629 2630 2631 2632 2633 2634 2635 2636 2637 2638 2639 2640 2641 2642 2643 2644 2645 2646 2647 2648 2649 2650 2651 2652 2653 2654 2655 2656 2657 2658 2659 2660 2661 2662 2663 2664 2665 2666 2667 2668 2669 2670 2671 2672 2673 2674 2675 2676 2677 2678 2679 2680 2681 2682 2683 2684 2685 2686 2687 2688 2689 2690 2691 2692 2693 2694 2695 2696 2697 2698 2699 2700 2701 2702 2703 2704 2705 2706 2707 2708 2709 2710 2711 2712 2713 2714 2715 2716 2717 2718 2719 2720 2721 2722 2723 2724 2725 2726 2727 2728 2729 2730 2731 2732 2733 2734 2735 2736 2737 2738 2739 2740 2741 2742 2743 2744 2745 2746 2747 2748 2749 2750 2751 2752 2753 2754 2755 2756 2757 2758 2759 2760 2761 2762 2763 2764 2765 2766 2767 2768 2769 2770 2771 2772 2773 2774 2775 2776 2777 2778 2779 2780 2781 2782 2783 2784 2785 2786 2787 2788 2789 2790 2791 2792 2793 2794 2795 2796 2797 2798 2799 2800 2801 2802 2803 2804 2805 2806 2807 2808 2809 2810 2811 2812 2813 2814 2815 2816

The primary use for students is to do homework files or that modern-transportation files will be reduced and also so that you don't have to mess about sending dozens of individual files. When it comes to modern communication, there are few better packages than iCommunic. Historically it gives you full control over the party line, and it's a great way to keep track of your class notes (up to 115,000) and protocols (as specified on Kernal and CompuServe). It also includes a phone book function so that you can store your frequently used numbers to be needed and dialed at the click of a button. Each number can be assigned to a specific set of keyboard macros so that when you dial a particular Southside School, for example, only the Southside School files are sent to the modem. Click once, 1200, Boom! Messages

 Trend Micro Software

Host Name	300
Data Length	600
Parity	1200
Stop Bits	2400
Duplex	4800
Handshaking	9600
Set Device	✓ 19200
Set Unit	30000
Set Adjust	57600
✓ Shared	76800
Break	115200
	NI01
LockSerial	1200/7
Set 250ms Delay	

Keywords: *gender inequality, gender discrimination, gender equity, gender equality, gender justice, gender equity, gender equality, gender justice, gender equity, gender equality, gender justice*

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Changing the subject completely, most users require a copy of some, single, and although the Windows "Duplicate" command in GUI, it's neither very powerful nor user friendly. For this reason, a number of PD copying programs have been developed. X-Copy is one of the latest ones, and far more attractive than the commercial X-Copy program. It supports copying between up to four drives and has a variety of copying modes, including no less than three modes (identical copy types). It also provides verification of all DCS data copied. (Data mode: PJ37, From: Simoes)

Mind you, it doesn't matter how good your copier is, sooner or later you're going to encounter a damaged disc. Although D-Copy tries to intelligently repair any damage it encounters, for a more thorough job you'll need a dedicated program. Just Hope is ideal for those occasions when you accidentally delete a file that you meant to keep. It will automatically scan over any damaged disc and



U.S. Patent & Trademark Office, Washington, DC 20593-0001

to restore disk highlighting, all possible deleted files. To restore them simply click on the file name required, click Off and bring the file brought back from the deleted. Disk code (FURL) from 1455. If you encounter a disk that starts giving you impossible read/write errors, it could be that it has been corrupted or has simply worn out. If this is the case, you'll need a program such as Disk State—which will go right through a damaged disk repairing files and restoring the DOS structure as much as possible. When it's done in all, you should then copy the restored files to another disk for safe-keeping. (Disk code: F201. From: Microsoft.)



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BEST OF THE BEST

[illegible]

PD ANIMATION

Seven years ago it was the sight of a ray-traced juggler on the A1000 which helped bring attention to Commodore's new wonder machine. Amiga animation has come a long way since then. Here are some of the best, the people who produced them and how they were done.



LEADERS OF THE PACK

Very much the man of the moment is Eric Schwartz, an American college student whose work has gone down a storm in Europe. Apart from the quality of his animations, they feature strong characters, and are well scripted, which sets them apart from many currently available animations. There's now even a video available from PolyDisk which features the best of his work.

Another star on the animation 'scene' is Tobias Pflaier. Based in Basel in Germany, he's been supplying a steady stream of ray-traced pictures to the PD network for some years now. On top of these, he has also been responsible for creating some fascinating animations based around Star Trek.

Also gaining recognition is Jim Robinson, whose work includes A Small Station At Klein's, a stunning animation which was restricted to 30k only until recently. His work concentrates on 3D animations, which are made up from polygons, and take the Amiga to its limit.



HOW IT'S DONE

Most Amiga animations use a variety of packages and techniques, but they all agree a powerful machine is needed. Eric Schwartz, for instance, produces his work on an A2000 with a hard-drive and 5Mb of memory. Even then he's restricted as most people don't have that kind of set up, so he has to make his scenes down to work with a maximum of 1Mb. Despite the complexity of his work, Eric uses commercial packages like Deluxe II and IV to generate the pictures, then MoveSetter to put the finished product together with sound.



HILLBUSH - HELLRAISER 2

Don't think Hellraiser died last guy. Pflaier's answer to your Amiga is a digitised film sequence showing how the game is to be played. Look your granny out of the room when you play this one. (17-8k, Disk code: 1144)

MAYHEM ON WHEELS

This is an example of Amiga video digitising. There are nine driving clips in this series, each containing digitised footage from two spectacular motor race crashes. (2k, Disk code: Mayhem)

UNSPORTING

Another great piece of Eric Schwartz's animation. This time he's got a real taste of a fighter plane chasing a small tank across a desert. It culminated with the plane dragging its nose on a turn then spinning into the ground. But Eric's best work, but it's still very good. (17-8k, Disk code: 1145)





Alien Breed and Classy Animations 1992



Maggie and Duncan the Dung Beetle

CLASSY ANIMATIONS 1992

Steve Parker is now involved in putting the finishing touches to his first game, but in his spare time he still finds time to chronicle the further adventures of Chuck, cannon hero of the PD world. This disc contains four Chuck demos and two trailers. In one Chuck takes time out from being his usual creative self to terrify the backbones of a motorcycle, in a monkey-see-as-Arms. (RMS, Disk code: 19920)

AGATHON ANIMATION 33

Created by Tobias Richter, this really awesome animation has the US33 Interceptor attacking the Reliant. It's fast, smooth and on-alive. Excellent viewing. (RMS, Disk code: P4010)

AMY VS THE WALKER

Remember the Walker demo? This piece of animation had an A1+1, slipped from The Empire Strikes Back, smiting past an Amiga and blowing everything to hell. The masterpiece from Eric Schwartz has the Walker meeting its end at the hands of Amy the Engineer, star of many of Eric's demos. (PD, Soft)

ALIEN BREED

Team 17 commissioned Tobias Richter to produce an animation based on their Alien Breed game and here it is. As usual it's stunning to look at, and takes at least 1,000 to run. (17-BB)



DUNCAN THE DUNG BEETLE

This animation, by Roddy McMillan, is very much in the style of Eric Schwartz, although Eric has never employed a dung beetle as a star. Duncan is seen doing what he does best, assessing a large lump of animal droppings. It's funny and rather disgusting, but a little rough in places. (Virus-Free)

MAJES FLIGHT

This excellent 3D animation shows a space craft coming in to land at a base on Mars. The striking feature of this demo is the detail applied to objects such as the buildings around the base itself. (Crazy Jones)

SWEET REVENGE

Give the 'Tales of the Road Runner' animo your! It just doesn't seem right that Wile E. Coyote should get the rounds stomped/trampled/blown or belted out of him at the time. Well, this demo from Gabe Over changes all that. Not only is it perfectly in the Looney Tunes style, right down to voice parts and quality of animation, it also has Wile E. getting the best. If you see what we mean. (RMS 150)

F 15

Another early Tobias Parker animation, this one though is set down to Earth as he gets, with an F-15 engaging in from the sky 50 and on a runway in the middle of nowhere. (Blisskrieg)



JUGGLER 2

Not content with mimicking the classic Walker demo, Eric Schwartz has also defiled the trademark Amiga Juggler. His version features a female juggler along with the male original, who ended up to hell, mines and causes him to lose his concentration. (17-BB)

MUTTLEY AND THE BEANSTALK

High, high, high, it's Mutley, winner of medals and cartoon side-kick of Dick Dastardly, starring in a digitised cartoon put together by Dave Holts. There's a good side and a bad side to this demo. The quality of the digitising is excellent, but it requires 5MB to load and comes on three disks. If you have the hardware, and are a Mutley fan, this is a set of disks you must own. (17-BB)

MAGRITTE

If you have a taste for something out of the ordinary, check this out. Magritte. If you don't know, it's a surrealist artist, whose work usually involves elements made out of facial features and bowler-hatted, over-coated businessmen placed in surreal situations. This disk takes some of his more notable works and animates them, which produces some interesting effects. (PD Soft)

A SMALL STATION AT KERN

The original version of this fantastic Jim Morrison animation required 5MB to run. This version, re-mastered by Alan Morrison has had the visuals reduced to 256 - which means it will run on most machines. Despite its size, Kern is still a stunning animation. (RMS, HMI-0)

COYSLEY

Eye is the only word which can be applied to this demo. Taking up five disks, Coysley features several different types of animation styles and music better together to produce a series of stunning scenes which will impress just about anyone. (17-BB, 1574)

LEMMINGS REVENGE

Earlier in the year we featured an Eric Schwartz demo which had a rather aggressive jet fighter blowing up innocent Lemmings in a brilliant old on the Progresso jockey. Not to be outdone, Roddy McMillan has taken this one step further. His Lemmings Revenge animation starts out exactly the same way as Eric's, although this time one Lemming survives the carnage, gets into the cockpit of a bomber and sets out to deal with the jet plane. All good fun and very well animated. It comes on two disks and you'll need at least two meg to run it. (Virus-Free)



WEIRD PD

It's time to get weird. The great thing about PD is that nobody is in it for the money. That means people are free to experiment and let their imagination run wild. You have been warned...



Black work (Kriegsmann, caplain, caplain, caplain, etc)

NOT everything in the PD world can be categorized, or deemed to be. Sometimes programmers take a step sideways from digital bits of videos, or 're-making' Shmups, tanks, to produce something a little out of the ordinary. Here are a few of those disks...



GAMEROY SIM

You've shelled out for an Amiga. Four channel stereo sound. 4096 colour and those custom chips with the strange glib names. Time to see what it can do. Load this disk up and what do you get? A Gambling simulator. Now you can play Gambrocity. Tarts complete with mono graphics and samples. (17-88)

XX SPECTRUM SIMULATOR

Oh come on! Gameroys are one thing, but a Spectrum? Actually, if you ever owned one of these machines, you'll probably go through hell and high water to get your hands on this disk. Not only does it emulate Spectrum basic, it also comes with dozens of games such as Alien Blaster, Top Gun and Chuckie Egg. Time for a strict dose of history here... (17-88)

WANDA FISH

Five gone on holiday and come back to a fish bowl that resembles a soap tank with the slightly puffed-up corpse of your beloved pet floating on top? Perhaps not, but there are some fish you can't kill. Best Amiga Fish ever

written and they'll happily form little schools and swim around in your window. Sometimes one will get a little ambitious and journey to another window. If you're bored you can do the computer equivalent of dangling your finger in the water by making them follow the pointer. Wonderful. (17-88)

PEGASUS WORKBENCH HACKS

Face it, whoever designed the Workbench screen must lead a real interesting life. It's just so dull. But for much longer though as this disk contains 60 colour semi-completely pointless (and fairly excellent) gag-gets to 'enliven' up your Workbench. How about a pair of eyes which sit in the corner and follow the progress of the pointer. Or the mouse setting missiles, which launch from this to time to chase the pointer around the screen. (888)

TETRACOPI

This disk is almost too clever to be included here. TetraCopy combines a useful copier with Tetris, so instead of flailing about taking your mouse ball out while you're waiting for a disk to copy, you can now play Tetris. Isn't multi-tasking wonderful? (PD 505)

I CHING

If you read your stars in newspapers when you can get your Amiga to predict the outcome of your life for you? In real life, the ancient Chinese art of I Ching involves burning sticks around some kind of a rooster then taking a reading of the pattern they fall in. All this has been done away with in the form of a random number generator on this disk, which goes to work and spouts out your destiny in only a few seconds. Marvellous. (Bittersweet)

GOLF SCORE ANALYSER

Get enough money and free time to play golf? You have! Then why are you reading this? It's probably because you're a golf fanatic! (or

this reading has caught your eye. Indeed, this is a disk catering for the minority who play

golf, and the minority of golfers who lead a sedentary life to keep records of just perfect strokes. This program also prints out averages over several games, so you can see how well you're doing at beating that score. (Valley PD)

RETCH-A-SKETCH

Did you ever have an Etch-A-Sketch when you were a kid? If you did, this program might appeal to you as it simulates the famous toy. If you're too young to remember



It's not obviously obvious where it is to the Amiga.

it, Etch-A-Sketch where red boxes with two knobs and a spiral front. By twisting the knobs lines would appear as if by magic (or as if by a magnet and iron filings). This program's so accurate that you even have to hit the fire button half-a-dozen times to erase the Etch-A-Sketch to clear your picture. (17-88)

THE CLOCKWORK ORANGE

Although the film's banned, this demo is alive and kicking. The strange choice of basing a demo in the Clockwork Orange is that of Beatrix Adams. It features cuts from the script and digitised pictures from the film. If you can't find the video, this is the next best thing... (888)

WHERE TO BUY

Want to know where you can get hold of the disks you've been reading about? Here's a handy order form and a list of some of the many PD companies operating in and around the UK. After telephoning the company concerned to make sure of a disk's availability and price, just fill it in and send it off with a cheque or postal order.

While every attempt is made to ensure that the information we've printed in this guide is correct, obviously details can change. Please bear this in mind when ordering. Also, we'd like to point out that CU Amiga and Amiga Guide can in no way be held responsible for the non-fulfilment of orders by the companies listed on this page. To the best of our knowledge, all are professionally-run businesses who will endeavour to fulfil orders as quickly as possible.

PD LIBRARIES. The following companies are well-established libraries. Most of them stock a comprehensive range of disks and we've included their phone numbers so you can check the price of disks and Amiga compatibility before ordering.

17 88 Software
1st Floor
28 Market Street
Birmingham, B3 1TH
(Tel: 0524 366992)

16/82
38 Southcote
Secord, Kent
ME8 2DA
(Tel: 0524 710796)

Alpha 2000 PD
128 Kings Cross Road
Hull
HU1 2AH
(Tel: 0482 568406)

Amiga
14 Windsor Road
Wimbledon, London
SW19 3QU
(Tel: 081 588 4337)

Amiga 800+ PD 3
Dunelm Crossways
Widwell, Burton-on-Trent
Staffordshire, ST18 8LJ
(Tel: 0203 576726)

Amigauser United
12 Horizon Road
Thornhill
Southampton
(Tel: not available)

Amiga PD
Amiga House
115 Ransleigh Road
Exmouth
Devon, EX11 1JH
(Tel: 0394 280393)

Battle Bay PD
128 Kingswood
Temple Meads
Scotch, W3 6UR
(Tel: 0832 26 0002)

Bitwings
Orfe House
Pinnock Street
Suffolk, B20 4W4
(Tel: 0203 814438)

Canton Computer
Services, 30 Canton
Avenue, Northwards
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(Tel: 0284 81 1397)

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Birmingham, South
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(Tel: 0191 659095)

Geat Ltd
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Beaconsfield, Wigan, Lancs
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Free State PD
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Galaxy PD
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Ground Zero
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Wetherby, WF8 6TE
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Leap/Crest PD
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Baker
BL7 8LT
(0204 333807)

MCPD
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Essex, SS16 8AP
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NBS
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PO30 5DA
(Tel: 0883 529594)

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Tyne and Wear
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(Tel: 091 408 9021)

Pentix
124 Mynd Lane
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(Tel: 0205 888887)

PD Direct
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075 124
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PD Soft
1 Bryant Avenue
Southend-on-Sea
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(Tel: 0702 466635)

PD Mail
1 18 Ransom Street
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Pro Day PD
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Valley PD
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DH9 5PQ
(Tel: 091 587 1192)

Virus Free PD
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